

JAMES GARNER

CO-FOUNDER

OCT 19 -



Sticky (<https://sticky.to>)

- Co-founder of Sticky, reality's application layer.

ENGINEERING LEAD

NOV 18 - JAN 20



SuperAwesome

- Introducing engineering initiatives to create a culture of entrepreneurship. Line management (aligning on company initiatives and career mentorship).
- Delivering the next generation of PII-free advertising. Significant engineering achievements including introducing React and Jest, 100% test coverage and distributed architecture reaching Kubernetes scaling limits.

SENIOR

CONSULTANT

JUL 18 - OCT 18



Arcadia/101 Ways

- Contract. On-site via 101 Ways helping Arcadia transform engineering and replatform to React.
- Pair-owned greenfield component library used accross 7 brands including Topshop, Topman and Miss Selfridge.
- Conducted dozens of contract technical interviews.

CO-FOUNDER

MAR 18 - JUL 18



Storydust/Entrepreneur First (<https://vimeo.com/277960656>)

- EF10 alumnus. "EF is the best place to find a co-founder, build a company and access the world's best investors. We've helped build over 140 technology companies collectively worth over \$1bn."
- Co-founded Storydust which helped brands create "authenticity at scale" by letting them curate, license and use user-generated imagery of people using their products.
- Implemented Google-quality image search via unsupervised learning ontology. Subsecond responses through map-reduce query planning. Search results were influenced by feedback loops from live content engagement.
- Built enterprise-scale processing queue indexing over a million Instagram photos.
- Stack: Infrastructure-as-code containerised microservice infrastructure (Node.js/Docker/CoreOS/RabbitMQ/Redis) on Google Cloud Platform, DigitalOcean and Azure with dynamic load balancing and alerting. 100% test coverage. React SPA.

ENGINEER

FEB 17 - MAR 18



Beamery (<https://beamery.com/software/pages>)

- Early hire in full stack engineering pre-Series A to post-Series B. "Beamery is the world's most advanced sourcing and recruitment marketing platform, empowering companies to treat candidates like customers."
- Mentored Founders & Coders interns through a full agile project alongside junior developer mentoring and pairing.
- Worked one-to-one with Facebook (US), Balfour Beatty, Grab (Singapore), Greenhouse and Roivant.
- Pair-lead development of candidate-facing Beamery Pages product (AngularJS) which was key to Balfour Beatty's "Outstanding Impact Transformation & Change" win in the Firm Awards.
- Lead frontend development of hiring analytics product, understanding candidate journeys from first visit to hire through Keen.io and Elasticsearch.
- Data visualisation and reporting in React. Supported work on micro-frontend architecture. Implemented GDPR workflows, real time socket.io notifications and advanced UI for Elasticsearch. Established end-to-end testing with Selenium/Cucumber before QAs.

ENGINEER

MAR 16 - FEB 17



PlayStation (R&D at Sony Interactive Entertainment Europe)

- Full stack engineering on PlayStation's best-in-class developer platform between London and San Mateo, CA.
- Leadership on application's frontend strategy (build, dependencies, introducing AngularJS).
- Delivered AngularJS training to London and Bay Area senior engineers. Agile planning and sprint reviews with global stakeholders.
- Delivered sprint visualisation project with GitHub/Rally APIs and D3.
- Supported Architecture Board with greenfield serverless project on AWS (Node.js, CloudFormation and Elasticsearch).






CO-FOUNDER

2015 - 2017











Epsilon Data







- Epsilon Data was a profitable automated marketing startup, working with the UK's leading ethical tourism charity.
- Lead generation by finding Twitter conversations and replying intelligently through brands' Twitter handles. Test-driven algorithms avoided spam.
- WYSIWYG landing pages with tracking from Twitter to website via client-side SDK.
- "Deep Profiles" parallel crawler technology automatically associated and clustered LinkedIn, Twitter and Facebook profiles.
- API-first insight platform (Node.js) with 0 downtime deployments through CloudFlare API. Failsafe integrations with Twitter, Google Images, Mapbox, GeoNames and Genderize.io.
- Self-service "Client Portal" (AngularJS); slide deck reporting with impress.js and Chartist. 3-year old codebase migrated to Browserify, Babel and Sass.

- DATA SCIENTIST**
NOV 14 - OCT 15
-  **Relative Insight, Lancaster**
 - Developed Python web scrapers for high profile brands including Oxford University and Smirnoff. Published language normalisation algorithms for Mumsnet and Twitter.
- DEVELOPER**
JUN 14 - SEP 14
-  **DataCentred, MediaCityUK, Manchester**
 - Internship. Co-delivered customer support app in Ruby on Rails/AngularJS in 3 months, reflecting real-time JIRA ticket activity. Implemented LDAP support in OSS project phpipam.
- DEVELOPER**
JUN 13 - MAY 14
-  **NextWorldWeb, InfoLab21, Lancaster**
 - Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.
- DEVELOPER**
2011 - 2012
-  **Dark Flow** (<https://youtube.com/watch?v=yY3QpVo25lw>)
 - Lead a team of 5 developing a "true cross platform game maker" through .NET bytecode runner, browser and mobile support through native code generation.
- FOUNDER**
2007 - 2011
-  **DS Game Maker** (<http://gamemakerblog.com/2010/09/22/ds-game-maker>)
 - Created famous Nintendo DS homebrew game making software, selling over 1,500 serial codes and 350 physical 'Homebrew Kits' by age 17.
 - Adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.

TALKS + HACKATHONS

- APR 19  **SuperAwesome Swarm Week**
Winners. Technology layer to make live video kid-safe through masking faces. Team of 3.
- JUL 17  **#HackingTalent**
First Prize. Suggesting top candidates for hard-to-fill vacancies by classifying job descriptions to form structured vacancy data. Team of 3.
- SEP 16  **Capco Hackathon with Monzo and Loqr**
First Prize. API clustering spend data from Monzo's API to create financial personality profiles. Tinder-like profile matching client (Angular). Deployed in > 5 hours' keyboard time. Team of 3.
- NOV 14  **Global Startup Weekend 2014**
First Prize. One line JavaScript embed code for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.
- NOV 14  **Nintendo DS Homebrew, 2014 Edition**
Speaker at DunDDD conference, University of Dundee. "Adventures in the retro Homebrew Scene" and live demo of Nintendo DS development.
- APR 14  **InfoLab21 Showcase**
Presented "Geosocial Networking Security" research alongside PhD students, looking at reverse engineering Grindr to find user locations.
- MAR 14  **Hack Smart Streets 2014**
'Most Commercially Viable' Prize. API for public bodies to detect decaying street furniture from crowdsourced imagery using computer vision (ffmpeg/.NET). Team of 4.
- AUG 13  **LeedsHack 2013**
First Prize. Mobile AR game 'Pacman City' on Google Maps. Team of 3.

PROFILE

- DEGREE**  **2:1 Computer Science BSc (Hons), Lancaster University, UK**
- LANGUAGES**  **English:** Native  **German:** Fluent  **Spanish:** Learning
- LEADERSHIP**  **Lancaster University Computer Science Society:** President (2014 - 2015)
 **InterTech LGBT+ Diversity Forum:** Organiser (2014 - 2017)